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- 1 Level set and PDE methods for computer graphics  
David Breen, Ron Fedkiw, Ken Museth, Stanley Osher, Guillermo Sapiro, B. August 2004 SIGGRAPH '04: SIGGRAPH 2004 Course Notes  
Publisher: ACM

Full text available:  Pdf (17.07 MB)

Additional Information: full citation, abstract, re

Bibliometrics: Downloads (6 Weeks): 123, Downloads (12 Months): 1061, Cita

Level set methods, an important class of partial differential equation (P surfaces implicitly as the level set (iso-surface) of a sampled, evolving r begins with preparatory material that introduces the ...

- 2 Design and technology for Collaborage: collaborative collages of info Thomas P. Moran, Eric Saund, William Van Melle, Anuj U. Gujar, Kenneth F November 1999 UIST '99: Proceedings of the 12th annual ACM symposium and technology

Publisher: ACM

Full text available:  Pdf (1.28 MB)

Additional Information: full citation, abstract, re


Bibliometrics: Downloads (6 Weeks): 13, Downloads (12 Months): 88, Citation

A Collaborage is a collaborative collage of physically represented inform connected with electronic information, such as a physical In/Out board ( database. The physical surface (board) ...

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Keywords: collaboration, physical-virtual, roomware, tangible UI

- 3 Parallel occlusion culling on GPUs cluster

 Hua Xiong, Haoyu Peng, Aihong Qin, Jiaoying Shi June 2006 VRCI '06: Proceedings of the 2006 ACM international confere continuum and its applications

Publisher: ACM

Full text available:  Pdf (274.01 KB)


Additional Information: full citation, abstract, re

Bibliometrics: Downloads (6 Weeks): 4, Downloads (12 Months): 54, Citation (

Occlusion culling, level-of-detail and parallel rendering are key techniqu rendering of large dataset. Although each of these techniques has been an extensive degree and some systems have been ...


Keywords: GPUs cluster, cluster rendering, immersive environments, c rendering, tiled display

#### 4 Developing mobile 3D applications with OpenGL ES and M3G

 Kari Pulli, Jani Vaarala, Ville Miettinen, Tomi Aarnio, Mark Callow


July 2005 SIGGRAPH '05: SIGGRAPH 2005 Courses

Publisher: ACM

Full text available:  Pdf (9.22 MB) Additional Information: [full citation](#)


Bibliometrics: Downloads (6 Weeks): 26, Downloads (12 Months): 311, Citation (

#### 5 Display-agnostic hypermedia

 Unmil P. Karadkar, Richard Furuta, Selen Ustun, Young-Joo Park, Jin-Cheon Olfici, Yungah Park

August 2004 HYPERTEXT '04: Proceedings of the fifteenth ACM conference hypermedia

Publisher: ACM


Full text available:  Pdf (551.99 KB) Additional Information: [full citation](#), [abstract](#), [re](#)

Bibliometrics: Downloads (6 Weeks): 5, Downloads (12 Months): 18, Citation (

In the diversifying information environment, contemporary hypermedia mechanisms cater to specific devices. Display-agnostic hypermedia can presented on a variety of information devices without any modification .



Keywords: context-aware trellis (caT), display-agnostic hypermedia, n dynamic activity spaces (MIDAS)

#### 6 Gaming Graphics: The Road to Revolution

 Nick Porcino

April 2004 Queue , Volume 2 Issue 2


Publisher: ACM

Full text available:  Html (32.04 KB),  Pdf (3.92 MB) Additional Information: [full citation](#)

Bibliometrics: Downloads (6 Weeks): 29, Downloads (12 Months): 162, Citation (


It has been a long journey from the days of multicolored sprites on tilec immersive 3D environments of modern games. What used to be a job fr now a multifaceted production involving staff from every ...

#### 7 VC-1: a scalable graphics computer with virtual local frame buffers

 Satoshi Nishimura, Toshiyasu L. Kuni

August 1996 SIGGRAPH '96: Proceedings of the 23rd annual conference on interactive techniques


Publisher: ACM

Full text available:  Pdf (266.19 KB) Additional Information: [full citation](#), [references](#),

Bibliometrics: Downloads (6 Weeks): 2, Downloads (12 Months): 22, Citation (

Keywords: demand paging, frame buffers, parallel polygon rendering,

#### 8 Proceedings of the SIGCHI conference on Human factors in computi

 Mary Beth Rosson, David Gilmore


April 2007 CHI '07: Proceedings of the SIGCHI conference on Human factors  
Publisher: ACM

Additional Information: [full citation](#), [abstract](#)

Bibliometrics: Downloads (6 Weeks): n/a, Downloads (12 Months): n/a, Citation


Welcome to the CHI 2007 proceedings. We believe the technical papers  
some of the best current work in the diverse and dynamic field of human  
(HCI). CHI is the leading HCI conference. Creating the technical ...

9 [The elements of nature: interactive and realistic techniques](#)

 Oliver Deussen, David S. Ebert, Ron Fedkiw, F. Kenton Musgrave, Pizemyski  
Pobla, Jos Stam, Jerry Tessendorf

August 2004 SIGGRAPH '04: SIGGRAPH 2004 Course Notes

Publisher: ACM

Full text available:  Pdf (17.65 MB) Additional Information: [full citation](#), [abstract](#), [re](#)

Bibliometrics: Downloads (6 Weeks): 236, Downloads (12 Months): 1403, Cita


This updated course on simulating natural phenomena will cover the lat  
techniques for simulating most of the elements of nature. The present  
production, interactive simulation, and research perspectives ...

10 [RoboCar](#)

Kerry Krumpholtz

September 1997 Linux Journal , Volume 1997 Issue 41es

Publisher: Specialized Systems Consultants, Inc.

Full text available:  Html (21.04 KB) Additional Information: [full citation](#), [abstract](#), [in](#)

Bibliometrics: Downloads (6 Weeks): 1, Downloads (12 Months): 17, Citation


Unmanned Ground Robotics: Students at the University of Colorado at E  
networked computers which provide the brains for their entry in a robot

11 [Modern approaches to augmented reality](#)

 Oliver Bimber, Ramesh Raskar

July 2005 SIGGRAPH '05: SIGGRAPH 2005 Courses

Publisher: ACM

Full text available:  Pdf (48.93 MB) Additional Information: [full citation](#), [abstract](#), [re](#)

Bibliometrics: Downloads (6 Weeks): 124, Downloads (12 Months): 489, Cita

This tutorial discusses the Spatial Augmented Reality (SAR) concept, its  
It will present examples of state-of-the-art display configurations, app  
techniques, details about hardware and software ...

12 [A spreadsheet approach to programming and managing sensor netw](#)

 Alec Woo, Siddharth Seth, Tim Olson, Jie Liu, Feng Zhao

April 2006 IPSN '06: Proceedings of the 5th international conference on I  
sensor networks

Publisher: ACM

Full text available:  Pdf (991.41 KB) Additional Information: [full citation](#), [abstract](#), [re](#)


Bibliometrics: Downloads (6 Weeks): 6, Downloads (12 Months): 90, Citation



We present a spreadsheet approach to simplifying the process of managing interacting with sensor networks and visualizing, archiving and retrieving. A spreadsheet prototype has been built to demonstrate the idea. ...

**Keywords:** SQL server, data streams, excel, networked sensors

13 [interactions: Volume 15 Issue 4](#)

July 2008 interactions

 Publisher: ACM

Full text available:  Digital Edition ,  Pdf (5.84 MB) Additional Information: [full citation](#)


Bibliometrics: Downloads (6 Weeks): 206, Downloads (12 Months): 542, Citations (6 Weeks): 0, Citations (12 Months): 0

14 [Adaptation of a low cost motion recognition system for custom opera hardware](#)

 Stamatis Sotiropoulos, Kyprianos Papademetriou, Apostolos Dollas

November 2003 WBMA '03: Proceedings of the 2003 ACM SIGMM workshop on applications

Publisher: ACM


Full text available:  Pdf (470.27 KB) Additional Information: [full citation](#), [abstract](#), [re](#)

Bibliometrics: Downloads (6 Weeks): 0, Downloads (12 Months): 45, Citations (6 Weeks): 0, Citations (12 Months): 0

A low cost, embedded, reconfigurable device for motion detection of kinematics has been developed. This paper presents the methods by which the device is adapted to individual user's needs. The accelerometer data inputs are processed ...


**Keywords:** I/O device, embedded, kinetically challenged, motion detection

15 [Risks to the public](#)

 Peter G. Neumann


March 2008 SIGSOFT Software Engineering Notes , Volume 33 Issue 2

Publisher: ACM

Full text available:  Pdf (322.30 KB) Additional Information: [full citation](#), [index terms](#)


Bibliometrics: Downloads (6 Weeks): 31, Downloads (12 Months): 171, Citations (6 Weeks): 0, Citations (12 Months): 0

16 [Improving graphical information system model use with elision and c](#)

 Jouni Huotari, Kalle Lyytinen, Marketta Niemelä

March 2004 Transactions on Computer-Human Interaction (TOCHI) ,

Publisher: ACM

Full text available:  Pdf (217.95 KB) Additional Information: [full citation](#), [abstract](#), [re](#)

Bibliometrics: Downloads (6 Weeks): 12, Downloads (12 Months): 105, Citations (6 Weeks): 0, Citations (12 Months): 0

Graphical information system (IS) models are used to specify and design information systems. Due to the growing size and complexity of modern information systems, information is often distributed via multiple diagrams. This slows ...


**Keywords:** Information visualization, diagrammatic representation, spatial search

## Overview of augmented reality

Ronald Azuma

August 2004 SIGGRAPH '04: SIGGRAPH 2004 Course Notes


Publisher: ACM

Full text available:  Pdf (6.12 MB)

Additional Information: [full citation](#)

Bibliometrics: Downloads (6 Weeks): 42, Downloads (12 Months): 566, Citation

## 18 Polygon rendering on a stream architecture

 John D. Owens, William J. Daly, Ugal J. Kapas, Scott Fixner, Peter Mattis  
August 2000 HWWS '00: Proceedings of the ACM SIGGRAPH/EUROGRAPHI  
hardware

Publisher: ACM

Full text available:  Pdf (161.65 KB)


Additional Information: [full citation](#), [abstract](#), [re](#)

Bibliometrics: Downloads (6 Weeks): 7, Downloads (12 Months): 66, Citation



The use of a programmable stream architecture in polygon rendering pr  
to address the high performance needs of today's complex scenes as we  
and programmability in the polygon rendering pipeline. ...

Keywords: OpenGL, SIMD, graphics hardware, kernels, media process  
stream architecture, stream processing, streams

## 19 Queue: Volume 6 Issue 1


 January 2008 Queue

Publisher: ACM

Full text available:  Digital Edition ,  Pdf (6.04 MB) Additional Information: [full citation](#)

Bibliometrics: Downloads (6 Weeks): 107, Downloads (12 Months): 266, Citati

## 20 Modern approaches to augmented reality

 Video files associated with this course are available from the cit  
Oliver Zimmer, Ramesh Baskar

August 2007 SIGGRAPH '07: SIGGRAPH 2007 courses

Publisher: ACM

Full text available:  Pdf (46.17 MB)

Additional Information: [full citation](#), [appendices](#)  
[references](#), [index terms](#)





Bibliometrics: Downloads (6 Weeks): 177, Downloads (12 Months): 1363, Cita

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It will present examples of state-of-the-art display configurations, appr  
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July 2005 SIGGRAPH '05: SIGGRAPH 2005 Courses

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Bibliometrics: Downloads (6 Weeks): 26, Downloads (12 Months): 311, Citation

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August 1996 SIGGRAPH '96: Proceedings of the 23rd annual conference on interactive techniques


Publisher: ACM

Full text available:  Pdf (266.19 KB) Additional Information: full citation, reference

Bibliometrics: Downloads (6 Weeks): 2, Downloads (12 Months): 22, Citation

Keywords: demand paging, frame buffers, parallel polygon rendering,

3 [PixelView: a view-independent graphics rendering architecture](#)

 J. Stewart, E. P. Bennett, L. McMillan

August 2004 HWWS '04: Proceedings of the ACM SIGGRAPH/EUROGRAPHI hardware


Publisher: ACM

Full text available:  Pdf (308.40 KB) Additional Information: full citation, abstract,

Bibliometrics: Downloads (6 Weeks): 5, Downloads (12 Months): 38, Citation

We present a new computer graphics rendering architecture that allows extracted from a single traversal of a scene description. It supports a w including polygonal meshes, higher-order surface ...

4 [Larrabee: a many-core x86 architecture for visual computing](#)

 Larry R. Sells, Doug Carmean, Eric Sprangle, Tom Forsyth, Michael Abrash, Adam Lake, Jeremy Sugerman, Robert Gavin, Roger Espasa, Ed Grochowski

August 2008 SIGGRAPH '08: SIGGRAPH 2008 papers


Publisher: ACM

Full text available:  Pdf (2.21 MB) Additional Information: full citation, abstract,


Bibliometrics: Downloads (6 Weeks): 634, Downloads (12 Months): 7599, Cita

This paper presents a many-core visual computing architecture code na

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rendering pipeline, a manycore programming model, and performance & power. Larrabee uses multiple in-order x86 CPU cores that ...


**Keywords:** GPGPU, SIMD, graphics architecture, many-core computing, graphics, software rendering, throughput computing, visual computing

Also published in:

August 2008 Transactions on Graphics (TOG) Volume 27 Issue 3


## 5 The mobile 3D ecosystem


 Kari Pulli, Jani Vaarala, Ville Miettinen, Robert Simpson, Tomi Aarnio, Mark August 2007 SIGGRAPH '07: SIGGRAPH 2007 courses  
Publisher: ACM

Full text available:  Pdf (11.98 MB),  Zip (1.36 MB) Additional Information: [full citation](#)

**Bibliometrics:** Downloads (6 Weeks): 51, Downloads (12 Months): 383, Citation

## 6 Predictable programming on a precision timed architecture

 Ben Lickly, Isaac Liu, Sungjun Kim, Hiren D. Patel, Stephen A. Edwards, Et October 2008 CASES '08: Proceedings of the 2008 international conference synthesis for embedded systems  
Publisher: ACM


Full text available:  Pdf (939.32 KB) Additional Information: [full citation](#), [abstract](#)

**Bibliometrics:** Downloads (6 Weeks): 14, Downloads (12 Months): 14, Citation

In a hard real-time embedded system, the time at which a result is computed is as important as the result itself. Modern processors go to extreme lengths to ensure their full utilization, abandoning predictable timing in favor of average-case ...

**Keywords:** memory hierarchy, pipeline, timing predictability

## 7 Adaptive frameless rendering

 Abhinav Dayal, Cliff Woolley, Benjamin Watson, David Luebke July 2005 SIGGRAPH '05: SIGGRAPH 2005 Courses  
Publisher: ACM

Full text available:  Pdf (820.59 KB) Additional Information: [full citation](#), [abstract](#)

**Bibliometrics:** Downloads (6 Weeks): 11, Downloads (12 Months): 67, Citation

We propose an adaptive form of frameless rendering with the potential to achieve rendering speed over conventional interactive rendering approaches. With the help of framed renderers, sampling and reconstruction can ...

## 8 Real-time shading

 Marc Olano, Kiri Akeley, John C. Hart, Wolfgang Heidrich, Michael McCool, August 2004 SIGGRAPH '04: SIGGRAPH 2004 Course Notes  
Publisher: ACM

Full text available:  Pdf (7.39 MB) Additional Information: [full citation](#), [abstract](#)

**Bibliometrics:** Downloads (6 Weeks): 103, Downloads (12 Months): 725, Citation

Real-time procedural shading was once seen as a distant dream. When was offered four years ago, real-time shading was possible, but only with combining the effects of tens to hundreds of rendering ...

- 9 [The architecture and implementation of CPN2000, a post-WIMP graphics engine](#)  
Michel Beaudouin-Lafont, Henry Michael Lassen



November 2000 UIST '00: Proceedings of the 13th annual ACM symposium on User interface technology

Publisher: ACM

Full text available: Pdf (92.34 KB)

Additional Information: [full citation](#), [reference](#)

Bibliometrics: Downloads (6 Weeks): 11, Downloads (12 Months): 61, Citation (6 Weeks): 0, Citation (12 Months): 0

Keywords: OpenGL, advanced interaction techniques, coloured Petri nets, post-WIMP interfaces, two-handed input, user interface toolkit

- 10 [Interactive visualization of particle-in-cell simulations](#)

Patric Ljung, Mark Dieckmann, Niclas Andersson, Anders Ynnerman

October 2000 VIS '00: Proceedings of the conference on Visualization '00

Publisher: IEEE Computer Society Press

Full text available: Pdf (685.42 KB)

Additional Information: [full citation](#), [reference](#)

Bibliometrics: Downloads (6 Weeks): 5, Downloads (12 Months): 32, Citation (6 Weeks): 0, Citation (12 Months): 0

Keywords: data streaming, interactive animation, plasma physics, scientific visualization, volume rendering

- 11 [Big games, small screens](#)



Mark Catlow, Paul Beardow, David Brittain

November 2007 Queue , Volume 5 Issue 7

Publisher: ACM

Full text available: Html (56.98 KB), Pdf (670.56 KB)

Additional Information: [full citation](#), [reference](#)

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Developing 3D games for mobile devices is full of challenges, but the results are often stunning.

- 12 [Memory architecture for efficient utilization of SDRAM: a case study in medical visualization](#)



Thomas Greerup, Hans Holten-Lund, Jan Madsen, Steen Pedersen

May 2000 CODES '00: Proceedings of the eighth international workshop on Codes for visualization

Publisher: ACM

Full text available: Pdf (421.48 KB)

Additional Information: [full citation](#), [abstract](#), [reference](#)

Bibliometrics: Downloads (6 Weeks): 5, Downloads (12 Months): 22, Citation (6 Weeks): 0, Citation (12 Months): 0

This paper discusses the trade-off between calculations and memory access for visualization of data from medical scanners. The performance of the application is a frame rate of 25 frames per second when rendering ...

Keywords: 3D graphics, case study, memory architecture

- 13 [Class notes: don't be a WIMP: \(<http://www.not-for-wimps.org>\)](#)



Johannes Behr, Dirk Reiners

August 2008 SIGGRAPH '08: SIGGRAPH 2008 classes

Publisher: ACM

Full text available: Pdf (6.40 MB)

Additional Information: [full citation](#), [abstract](#),

Bibliometrics: Downloads (6 Weeks): 65, Downloads (12 Months): 174, Citatio

Virtual and augmented reality have been around for a long time, but for fantasies. Very few people outside a few research labs have worked with for themselves. On the other hand, interactive 3D ...

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